

# **EDUCATIONAL SYSTEM**

**BY**

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## **RELATED APPLICATION**

**[0001]** This invention relates to provisional patent application No 60/429,788 filed November 27, 2002, and the contents thereof are incorporated by reference herein.

## **BACKGROUND OF THE INVENTION**

**[0002]** This invention relates to an educational system. It is particularly directed to a system for facilitating early childhood education.

**[0003]** Many devices, systems and methods are known for promoting education of children. In some situations children have fears and phobias about devices and it is not known how to effectively provide a system and method for simultaneously overcoming such fears and phobias and also promoting education.

**[0004]** This invention is directed to an improvement which seeks to reduce the fears and phobias of children to certain devices, promote self esteem and additionally facilitate childhood education.

## **SUMMARY OF THE INVENTION**

**[0005]** According to the invention there is provided a system of facilitating childhood learning comprising the use of a select group of familiar domestic articles. The group of articles or devices are rendered or portrayed or developed as characters in a story. The story is then related in a selected media.

**[0006]** In a preferred form of the invention the group of devices are fastening devices. More particularly, the devices are fashion devices for use on clothes or different apparel articles.

**[0007]** The group selectively includes a zipper, a snap, a button, a buckle and a string or a lace.

**[0008]** In some forms of the invention multiple characters are developed using multiple zippers, multiple snaps, multiple buttons and multiple buckles and multiple strings or laces.

**[0009]** The media for relating the story can be a book, television or radio rendition, movie, cards, video or other conventional tools and devices used to facilitate learning.

**[0010]** In a preferred form of the invention each of the devices of the group is personalized by adding features of the human being, for instance at least one of eyes, ears, a nose, a mouth, arms or legs.

**[0011]** In yet a further preferred form of the invention, each of the characters of the group are named with a selected name to facilitate character identification and thereby promote learning.

**[0012]** The invented system facilitates childhood learning by using a select group of articles, the articles being selected from an environment which is a normally related theme. The rendering of the group of articles are portrayed as characters in a selected media. The media is selectively at least one of a book, television or radio rendition, movie, video, cards or other conventional tools and devices used to facilitate learning.

**[0013]** The articles can be selected from an environment which is a normally related theme, such as articles devices are household devices. These can be selectively at least one of kitchen appliances, tools, clothing items, fastening devices or apparel articles.

**[0014]** The invention is now further described with reference to the accompanying drawings.

#### **BRIEF DESCRIPTION OF THE DRAWINGS**

**[0015]** Figure 1 is a representation showing five devices of a group, the group being fastening devices normally associated with apparel.

## **DETAILED DESCRIPTION OF THE INVENTION**

**[0016]** A first character of a group is a zipper 10, a second character is a snap 12, a third character is a button 14, a fourth character is a buckle 16, and a fifth character is a string 18.

**[0017]** The zipper 10 is depicted as an elongated two part character and has the representations of a face 20. The face 20 has eyes, nose and ears. A zipping elements 22 are shown down the front of the character. This character is called "Zippy the Zipper".

**[0018]** The second character is a snap, and this snap 12 also is named "Snippity Snap". It has a face 24, which is formed between two rows 26 and 28 of snaps.

**[0019]** The button character 14 has a face 30 and arms 32 and 34, and legs 36 and 38. The button character is called "Buttons Buttons".

**[0020]** The next character is the buckle 16, which has a face 40 represented by the buckle portions, and two arms 42 and 44 extending from the strap portion 46 of the buckle, which would be part of a belt or the like. Two feet 48 and 50 are also shown.

**[0021]** The last member of the group is a string or lace 18 and it has a face 52 which is formed in the center of a bow tie shape for the string. Two feet, 54 and 56 are shown, and arms 58 and 60 are also depicted.

**[0022]** This group of characters, which are fastening devices normally associated with clothing apparel, notions, sewing devices, and the like is particularly a set which children find difficult to manipulate. By creating characters, shapes and forms around these particular devices, the devices have been made to depict a user friendly presentation. This assists in eliminating children's fears and phobias of such devices and promoting self esteem. The characters are formed into a story which is depicted in the book, comic cards, television, video or other format and this facilitates the acquaintance of the children with the characters. This facilitates childhood learning.

**[0023]** While the invention has been described with reference to a group of domestic clothing or apparel fastening items, other similar groups of devices which could be normally difficult for children could be considered as an effective group to tell the story and facilitate the rendition of the story in a suitable media. These articles may be other articles used for fastening clothes, shoes or the like. There could be a Velcro element.

**[0024]** In yet other forms of the invention there could be other domestic article or tools which children can use in a group, and which are melded into a collective story or family. There could be different cooking utensils, eating utensils, gardening utensils, office utensils. The invention is concerned with building a persona and family around the select group and rendering and portraying that effectively to facilitate learning. The concept of the invention includes grouping together items which are normally a problem to a child, and forming them into a basis for user friendly rendering. In this sense the fastening devices form a unique group.

**[0025]** Many other forms of the invention exist, each different from the other and that is a detail only.